

# **Example-based NPR**

Aaron Hertzmann  
University of Washington

# Designing styles



**Procedural**



**Hand-drawn**

# Example-based rendering

- Design *by example*
- One mechanism, many styles

# Problems

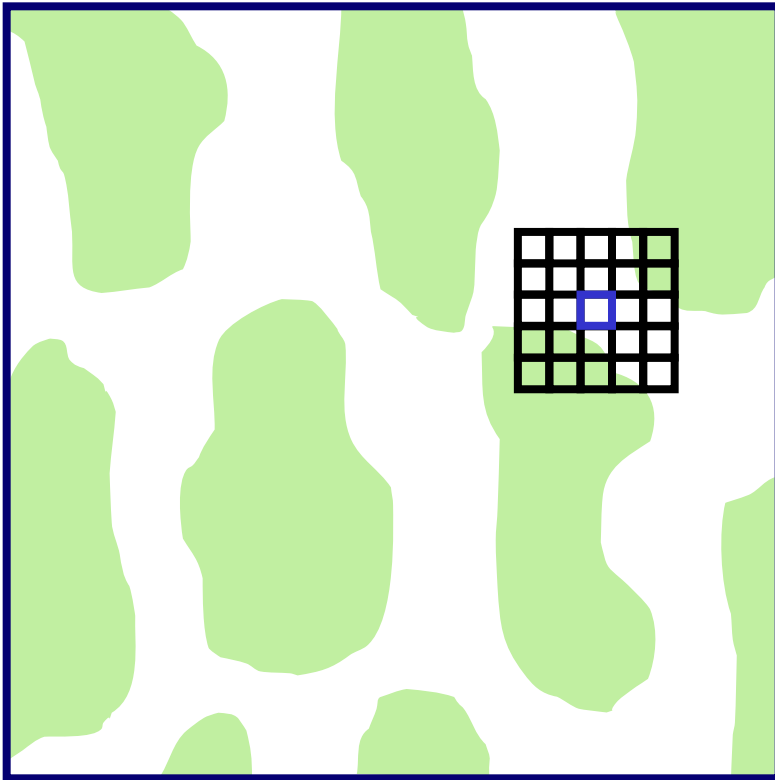
- No unique model
- What aspects of the examples are important?

# Outline

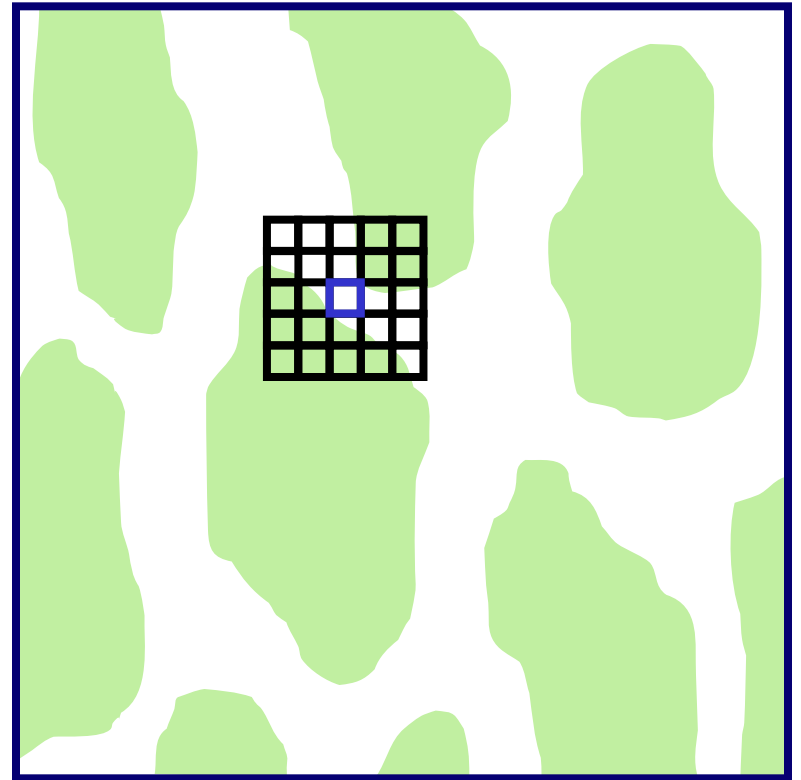
- Image texture synthesis
- Image processing
- Strokes
- A hybrid algorithm

# Texture synthesis

- Goal: Match image statistics

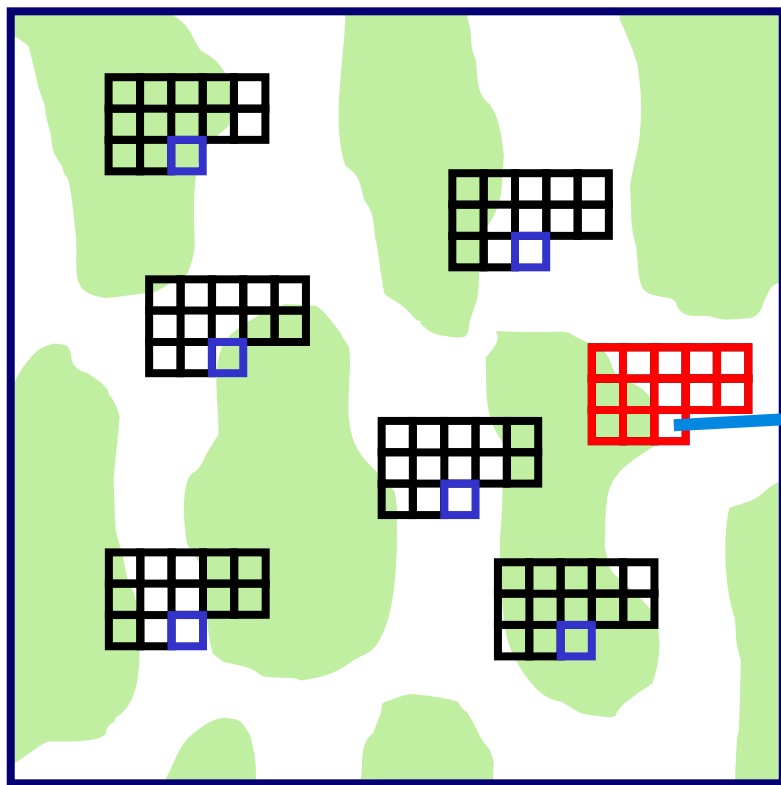


**Input texture**

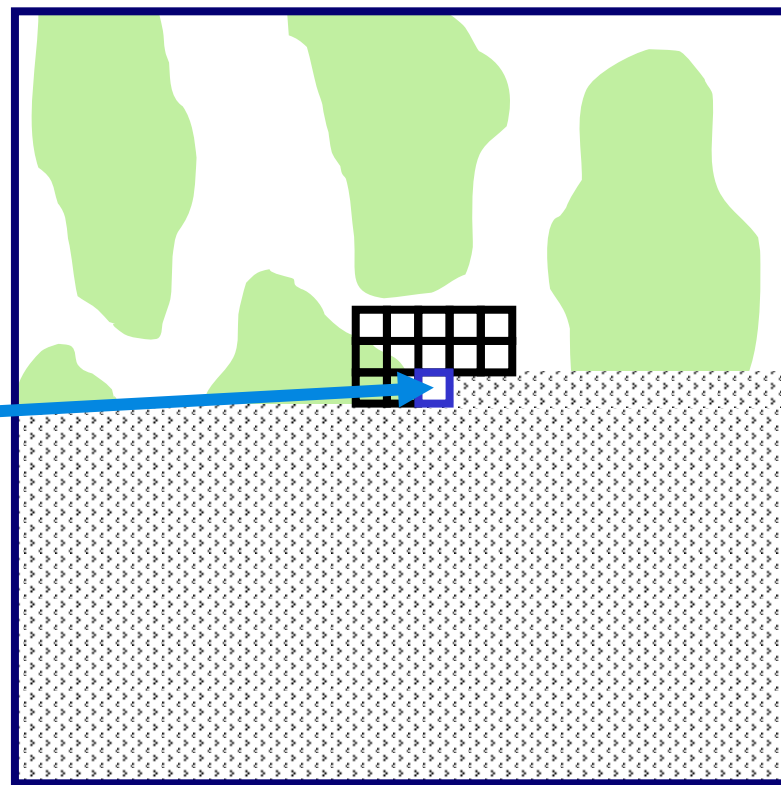


**Output texture**

# Texture synthesis



**Input texture**



**Output texture**

# Synthesis result



**Input texture**



**Output texture**



# Texture synthesis

- Nearest neighbors
  - Efros and Leung, ICCV 99
  - Wei and Levoy, SIGGRAPH 00
- Coherence
  - Ashikhmin, I3DG 01
  - Hertzmann et al, SIGGRAPH 01
- Tiles
  - Efros and Freeman, SIGGRAPH 01
  - Liang et al., TOG 01

# Image analogies



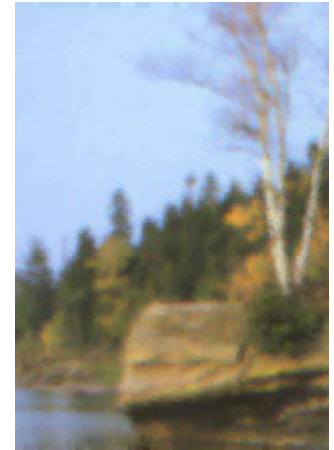
=



==



=



**A**

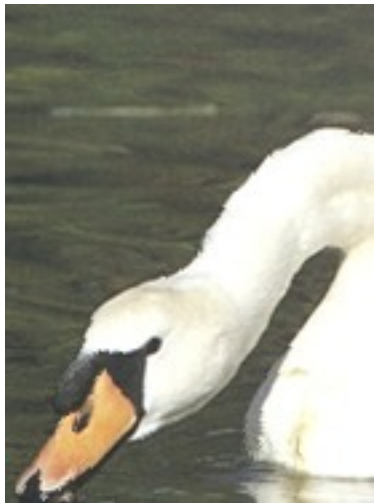
**A'**

**B**

**B'**

Hertzmann et al.; Efros and Freeman, SIGGRAPH 01

# Image analogies



**A**

:



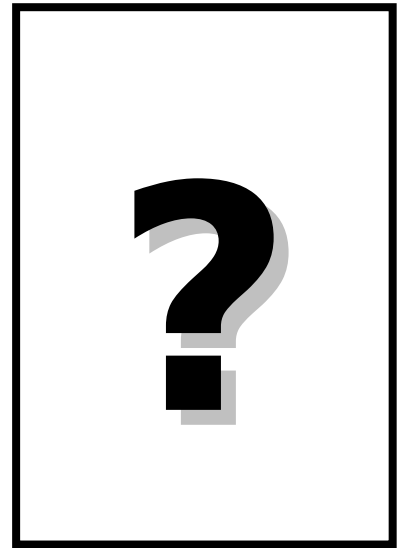
**A'**

::



**B**

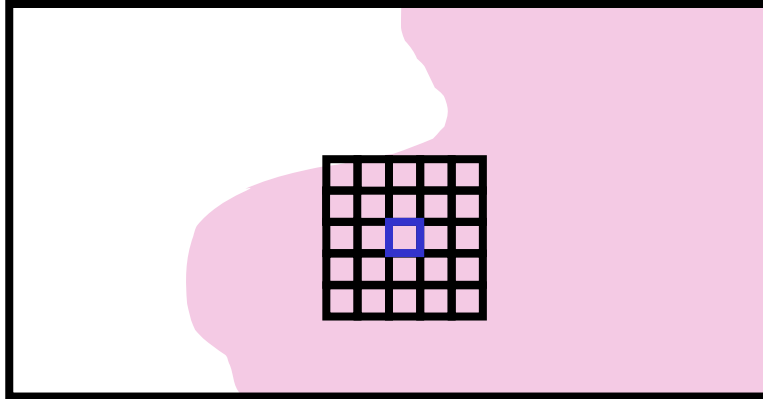
:



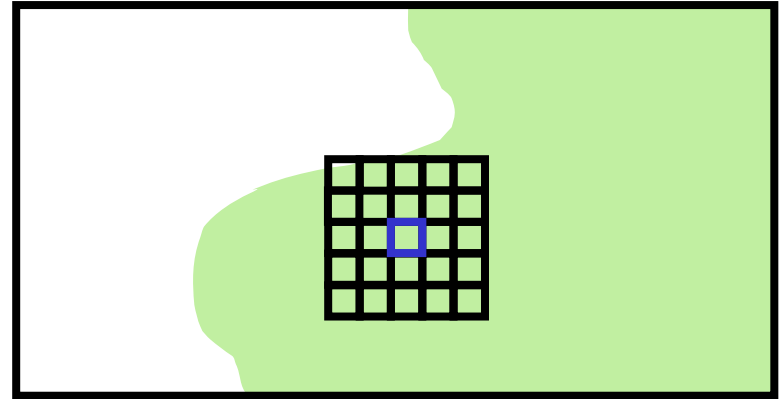
**B'**

# Image analogies

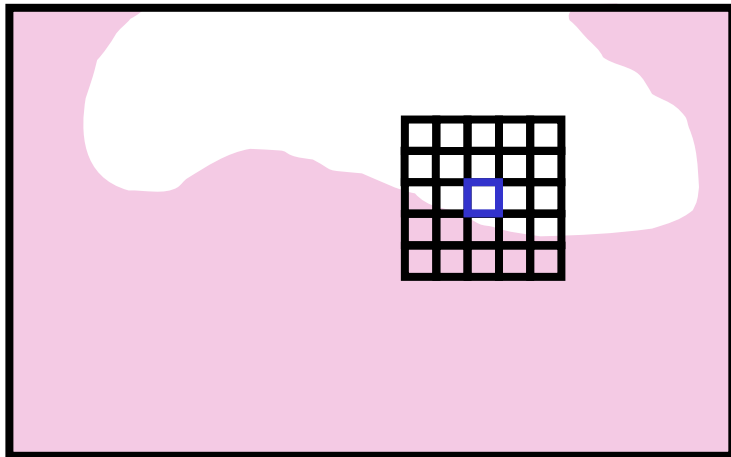
- Goal: Match *joint* image statistics



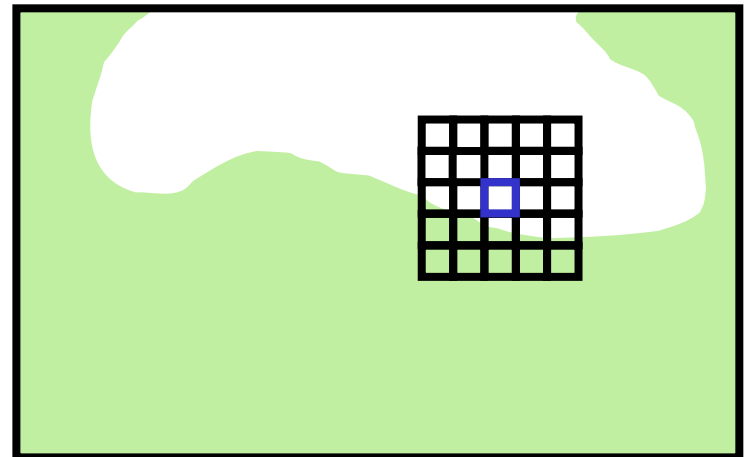
**A**



**A'**



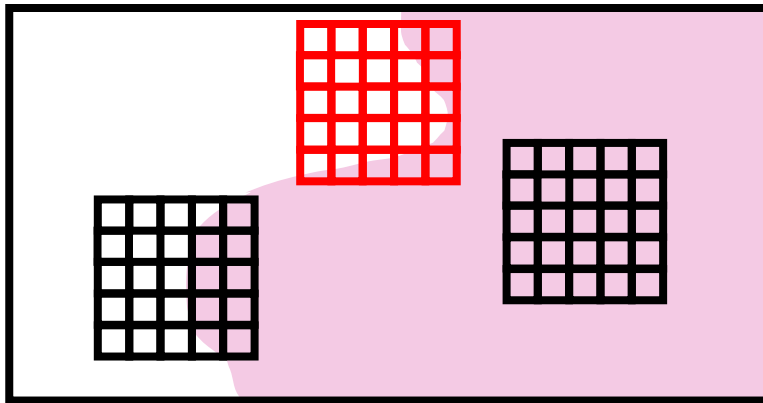
**B**



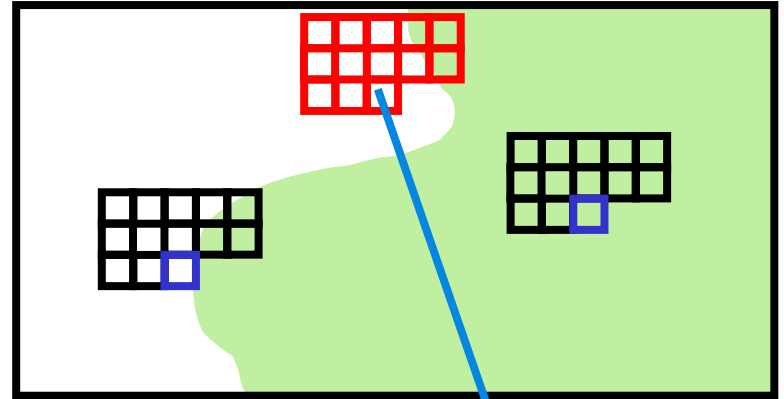
**B'**



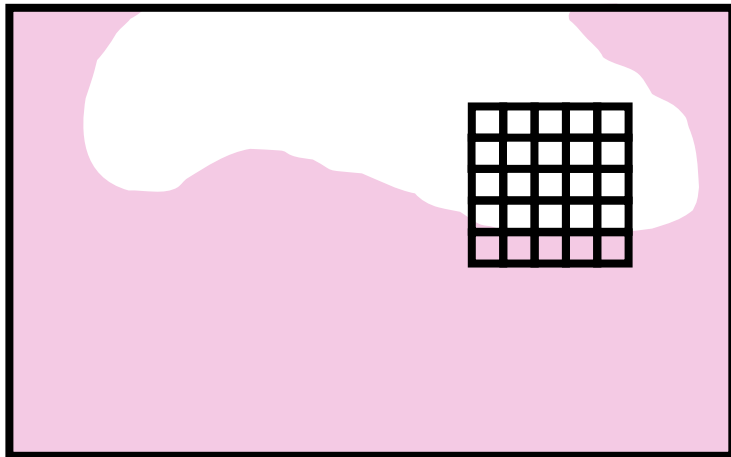
# Analogies synthesis



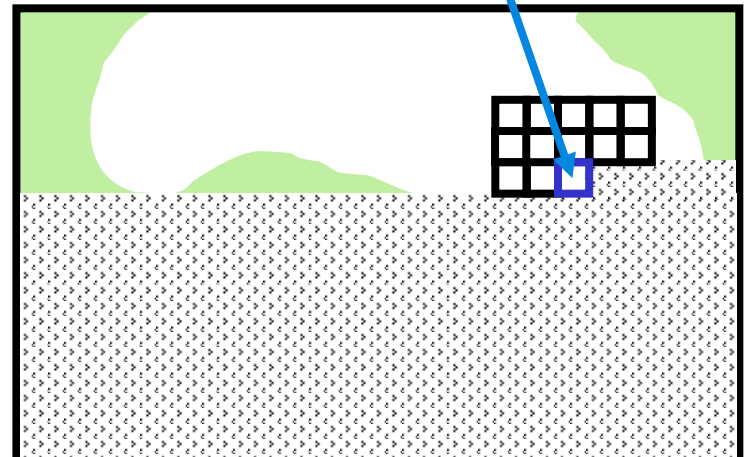
**A**



**A'**

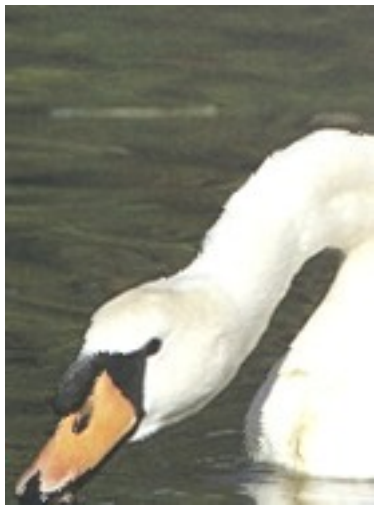


**B**



**B'**

# Feature vectors



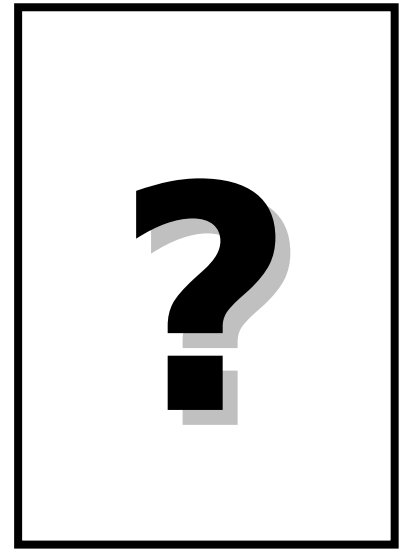
■  
■



■ ■  
■ ■

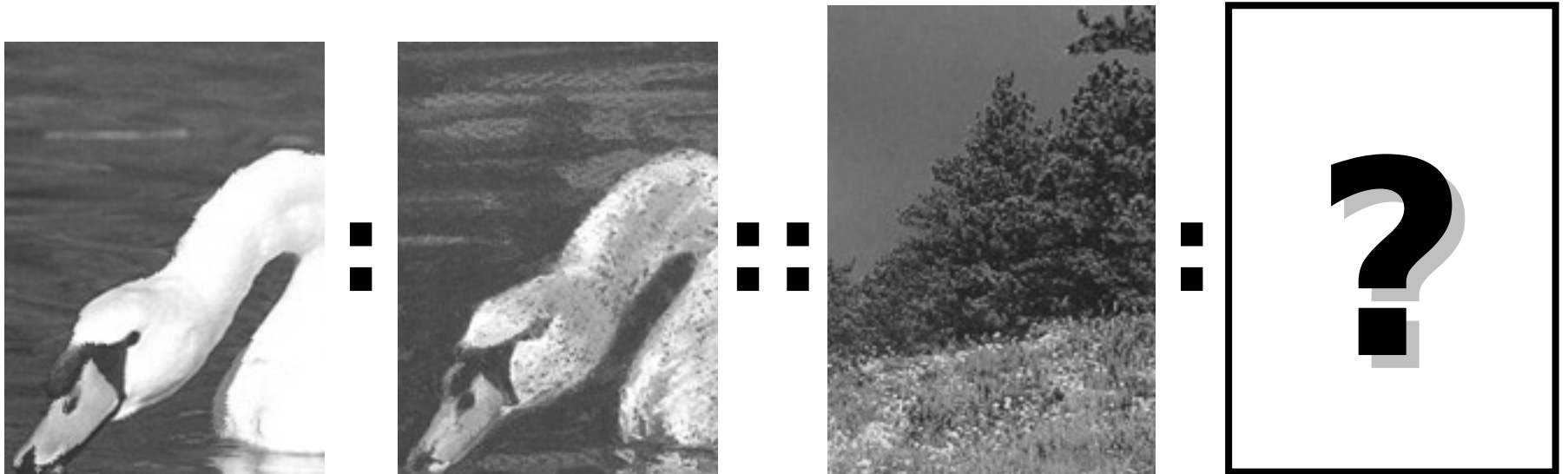


■  
■



Hertzmann et al.; Efros and Freeman, SIGGRAPH 01

# Feature vectors



Hertzmann et al.; Efros and Freeman, SIGGRAPH 01

# Color

- Combine new luminance with source color B



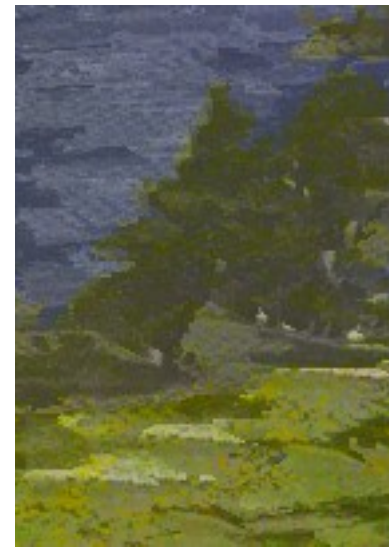
**B'** (Y)

+



**B** (IQ)

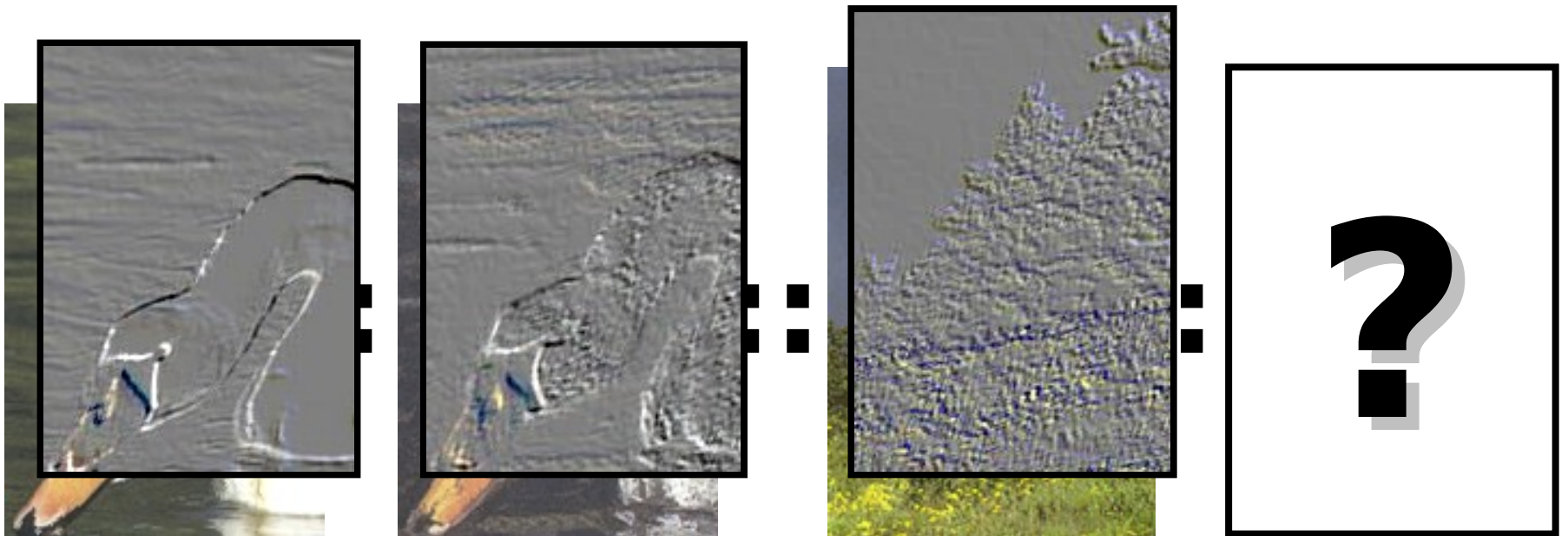
=



**B'** (Final)



# Feature vectors



Hertzmann et al., SIGGRAPH 01

# Pen-and-ink

**A**



**A'**



**B**



**B'**





# Stippling



**A**

**:**

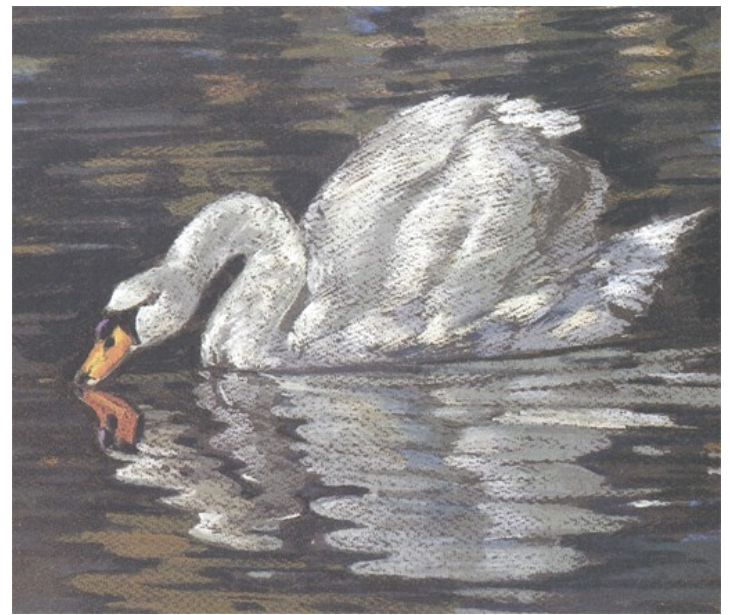


**A'**









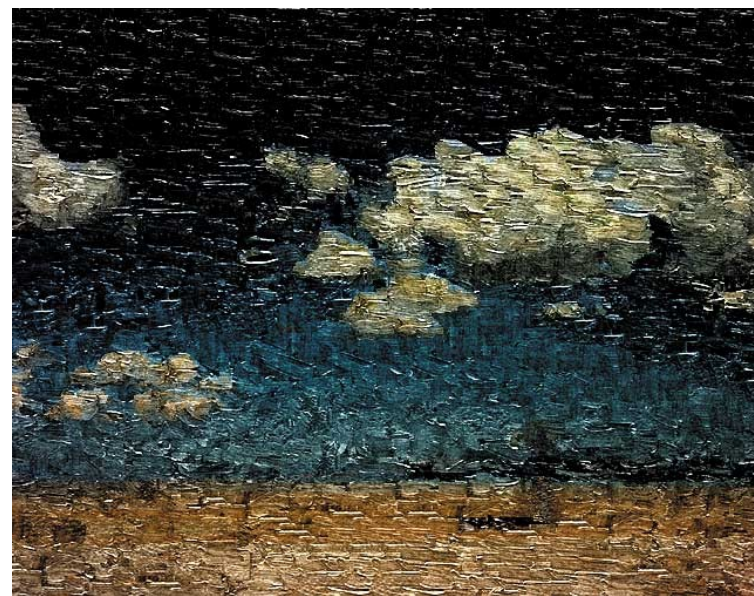




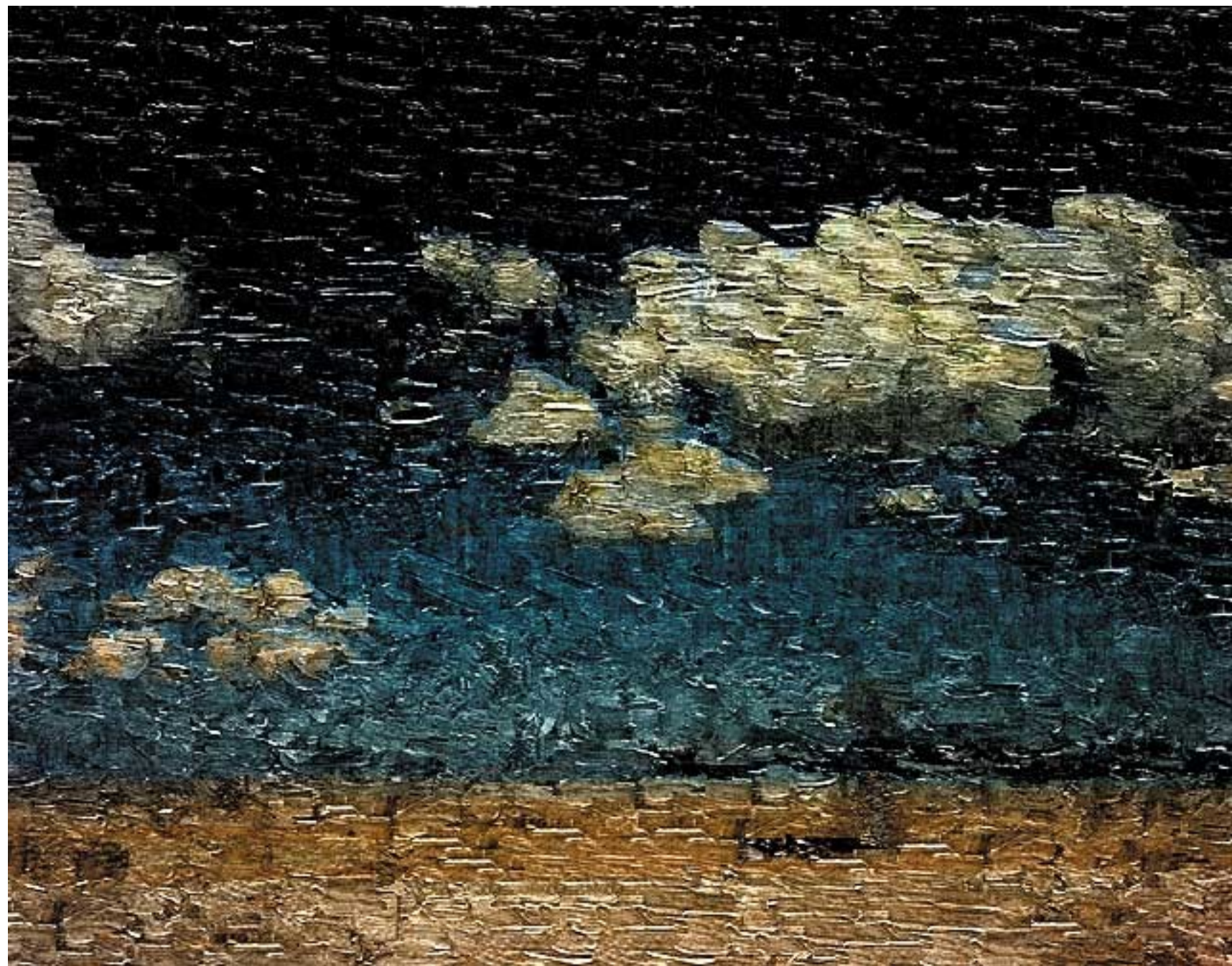




**From *Starry Night over the Rhône*, by Vincent Van Gogh , 1888**

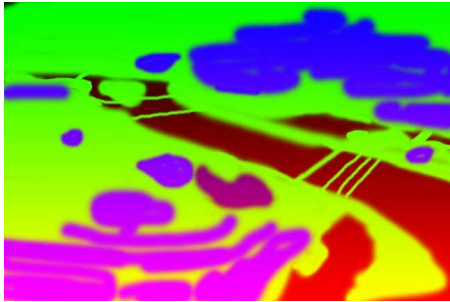








# Texture-by-numbers



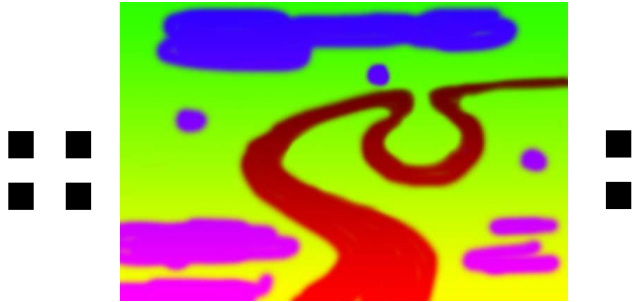
**A**

■  
■



**A'**

# Texture-by-numbers



**B**

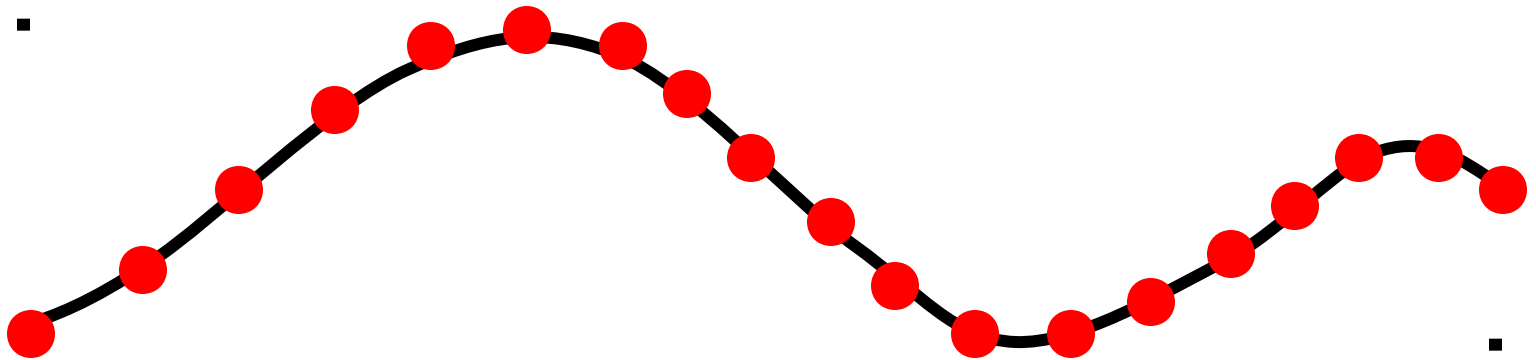


**B'**

# Strokes

# Strokes

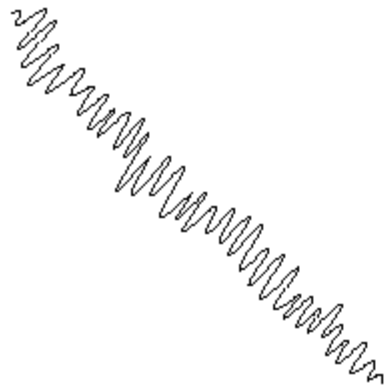
Represented as curves



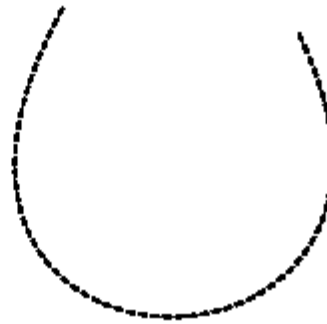
# Multiresolution curves



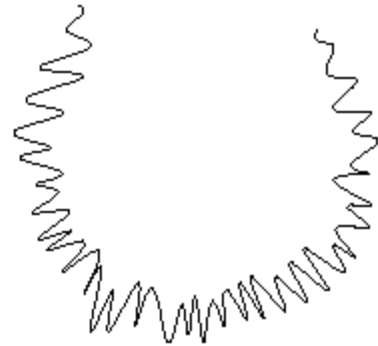
**Base curve**



**Source curve**

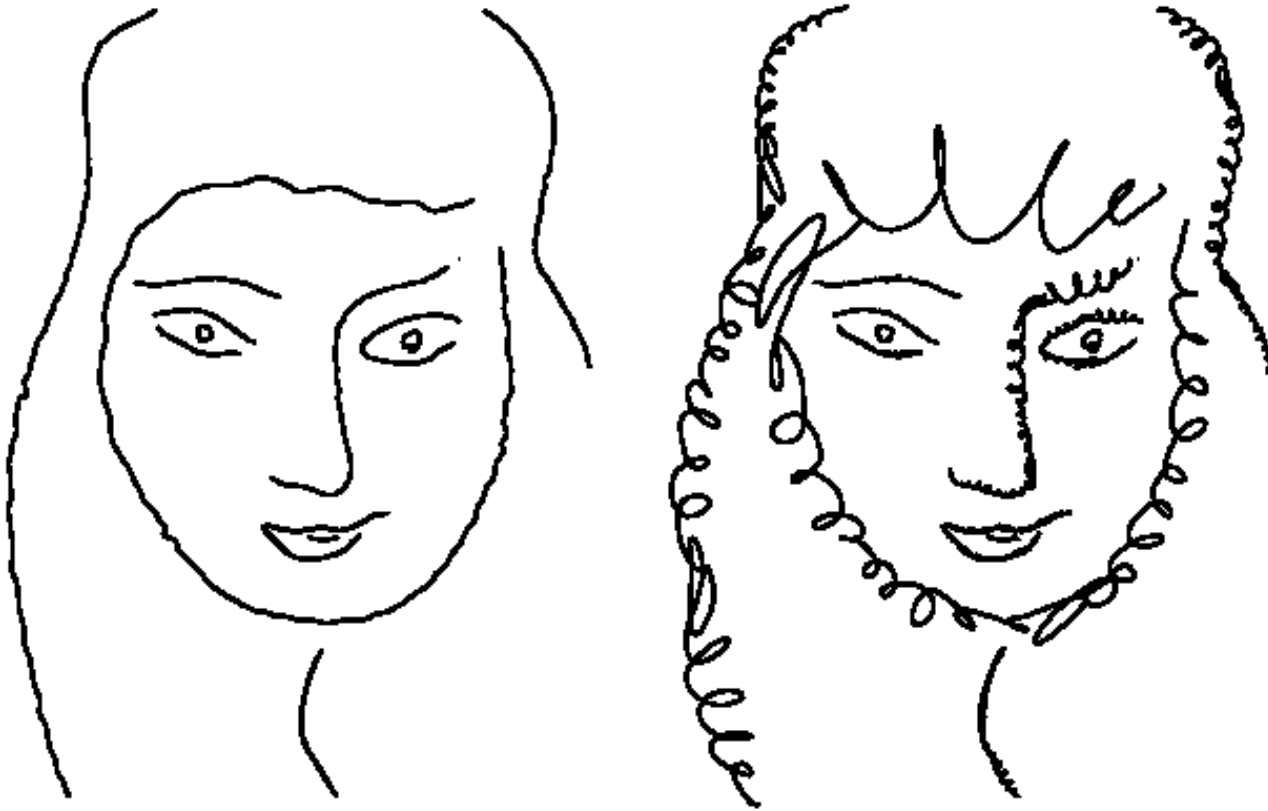


**New base**



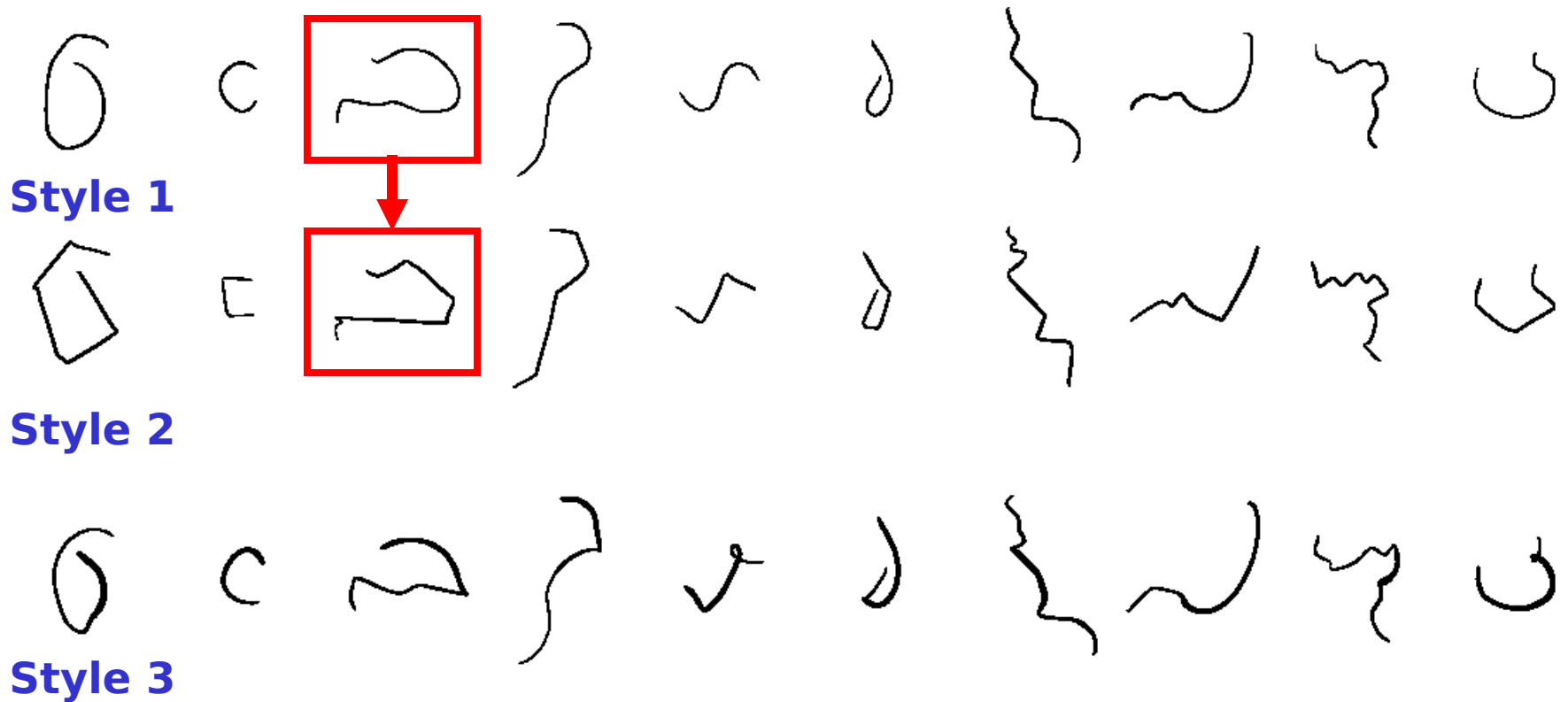
**Output**

# Multiresolution curves



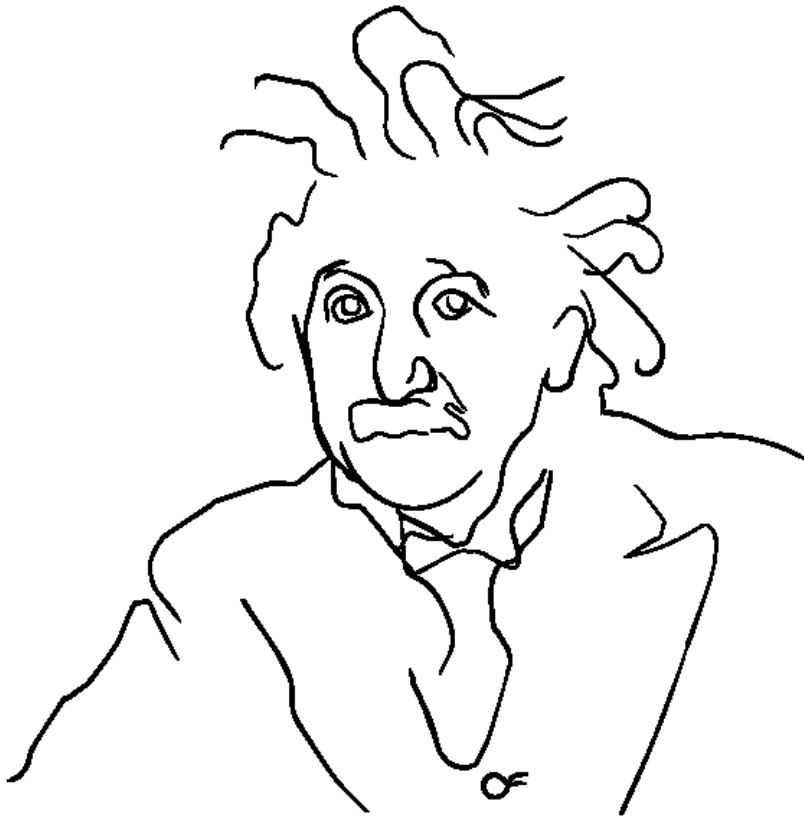
Finkelstein and Salesin, SIGGRAPH 94

# Style transfer for line drawings





# Style transfer for line drawings

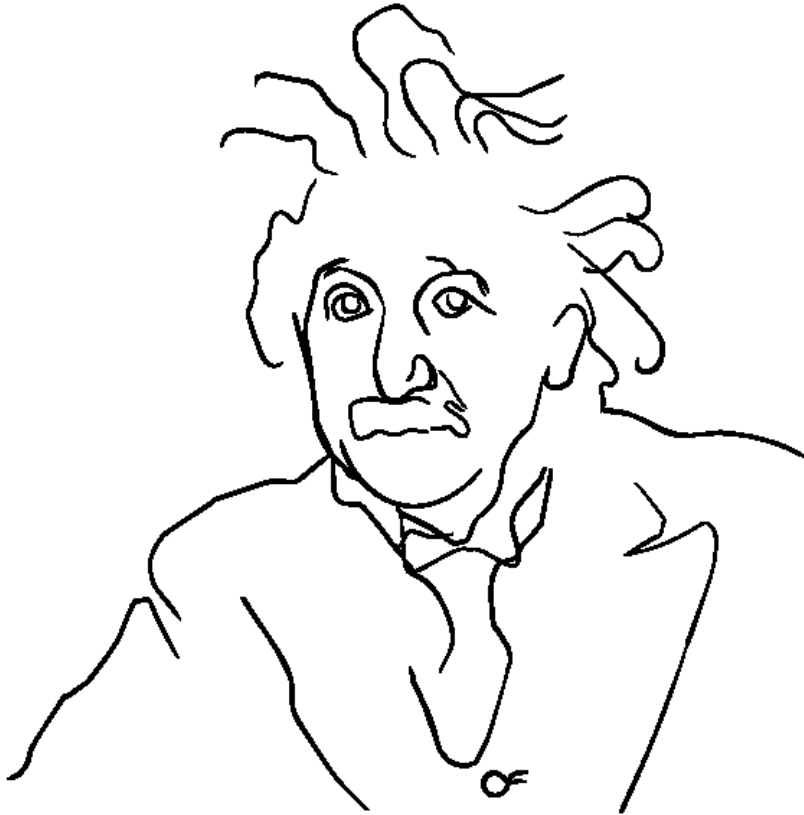


Input drawing



Output drawing

# Style transfer for line drawings

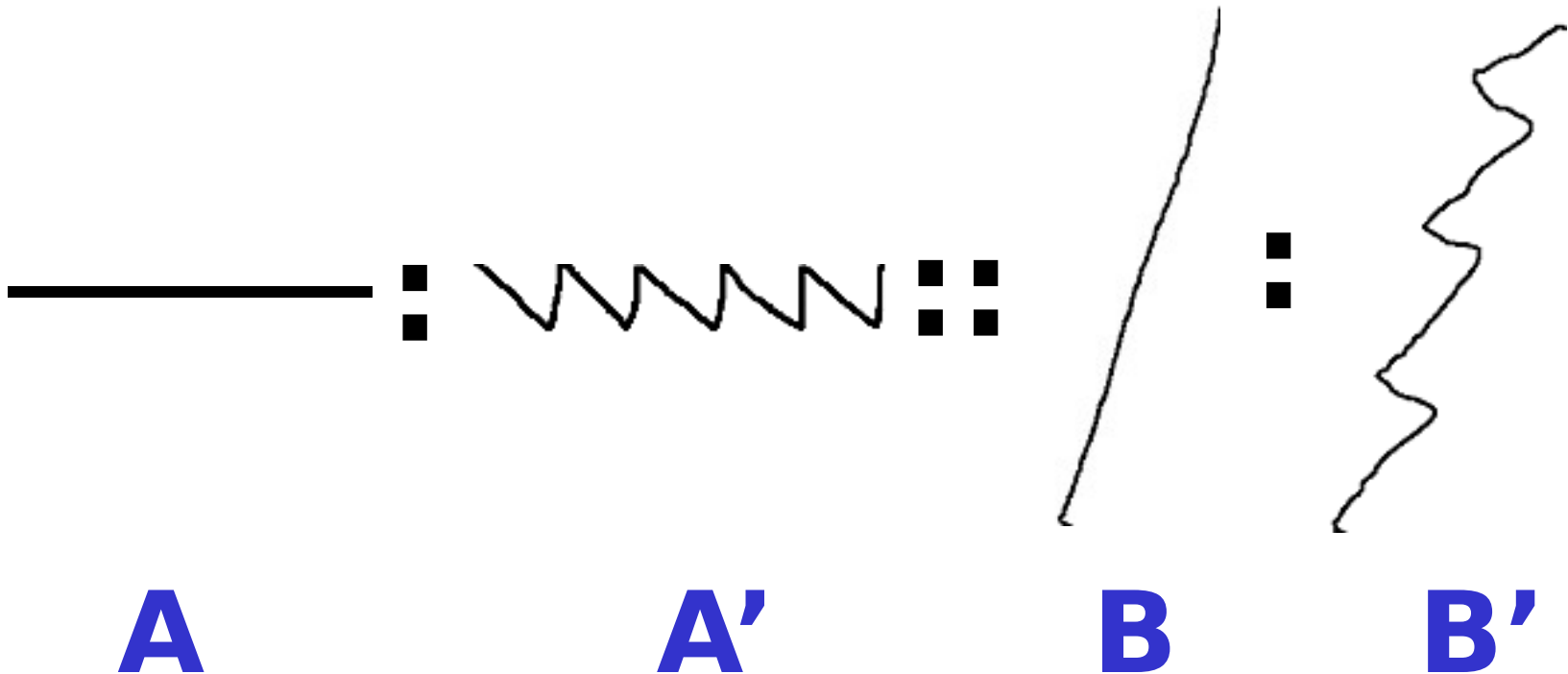


Input drawing



Output drawing

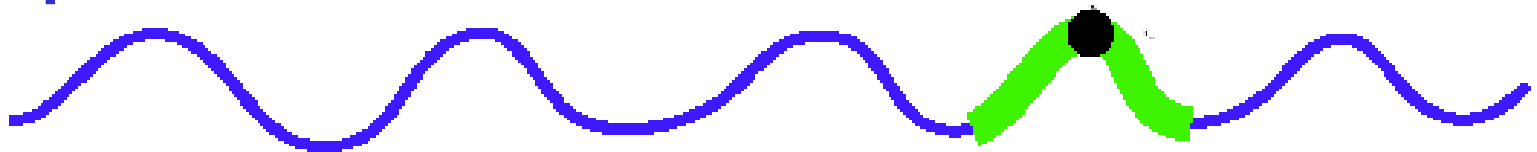
# Curve analogies



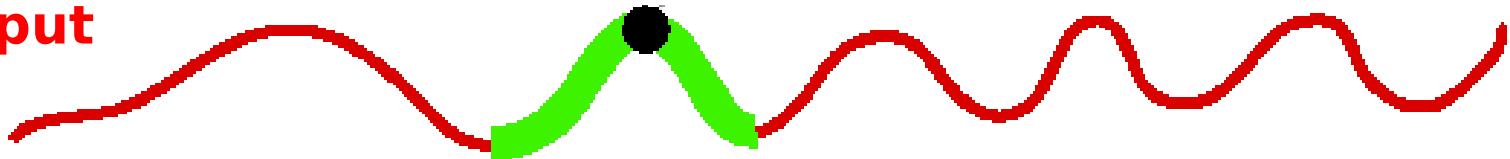
# Curve texture synthesis

## Problem statement

### Example



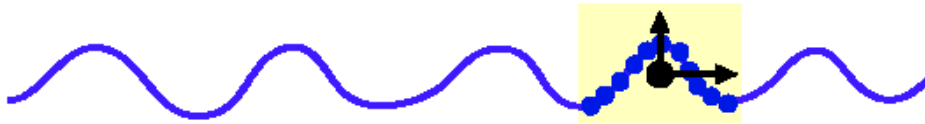
### Output



# Curve texture synthesis

## Problem statement

**Example**

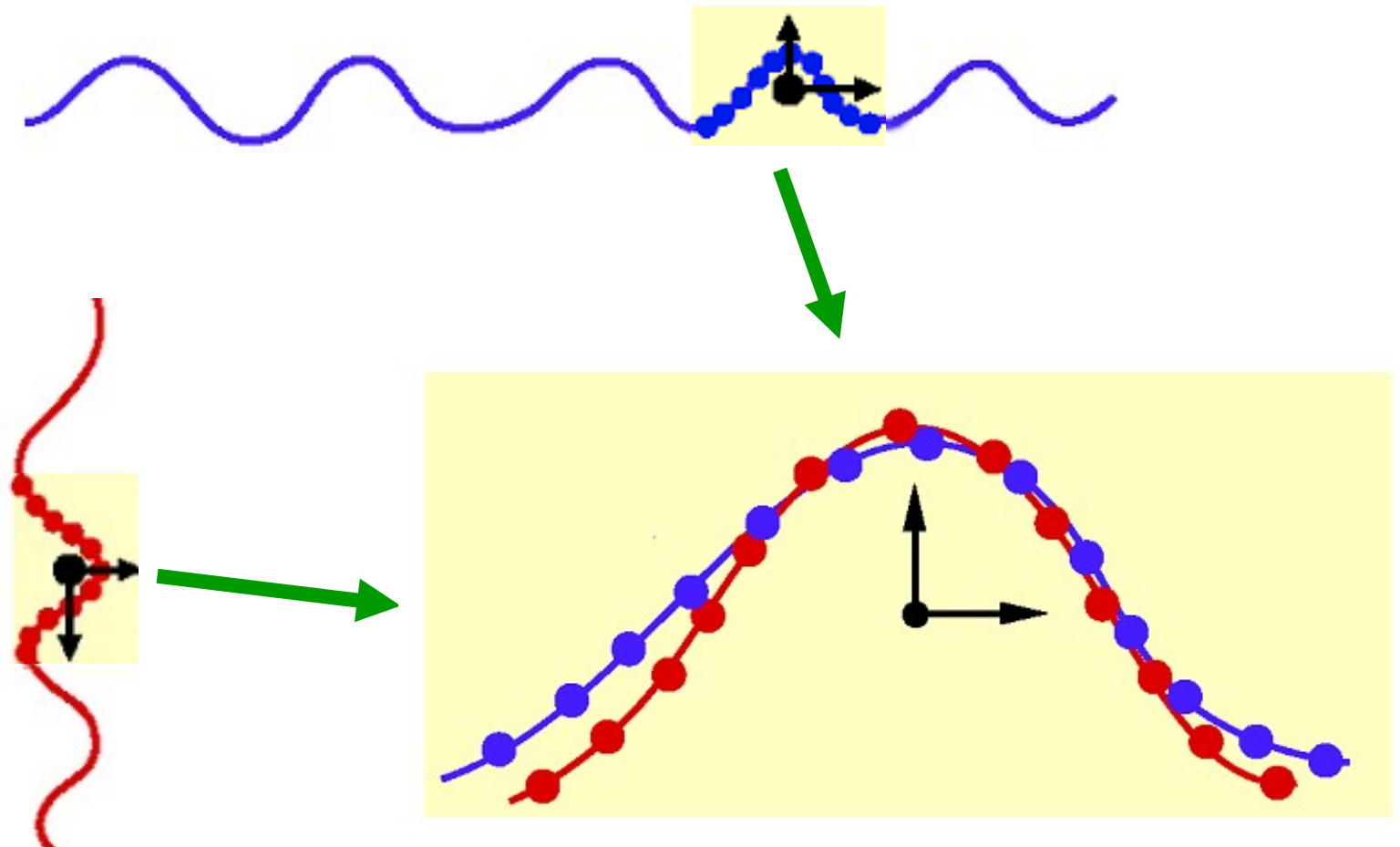


**Output**





# Neighborhood comparison



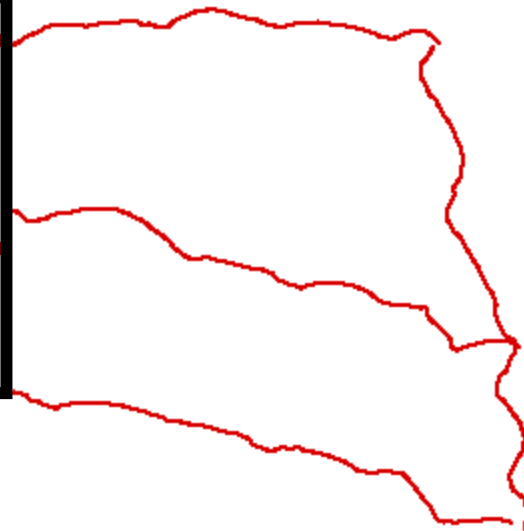
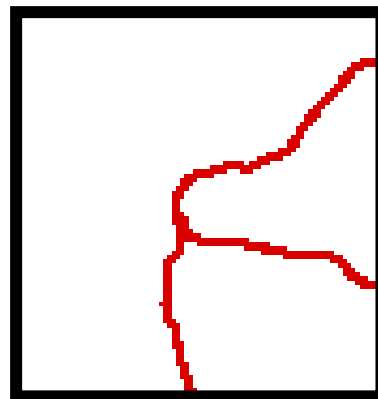
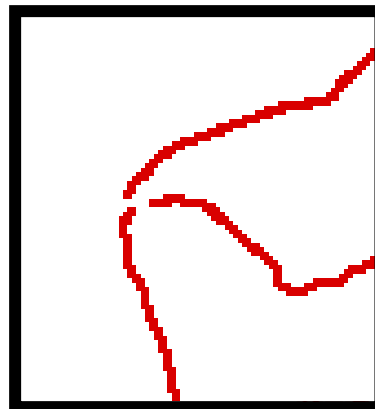
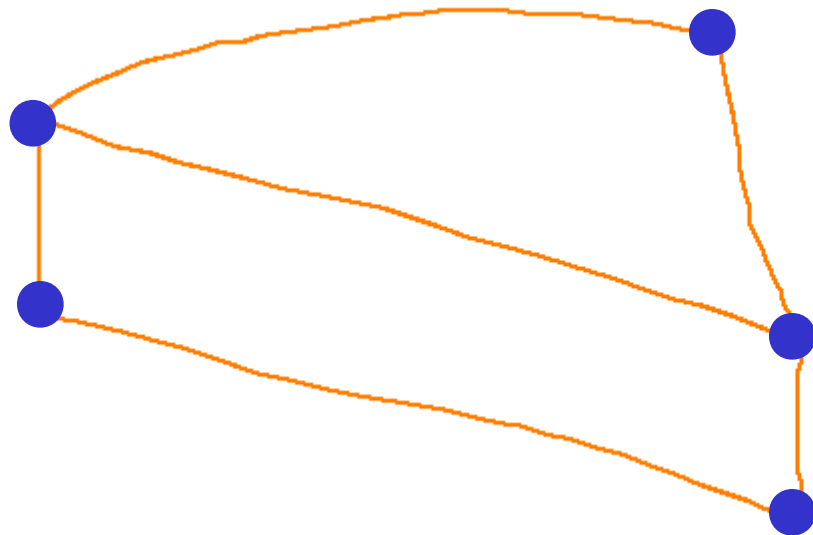
# Results

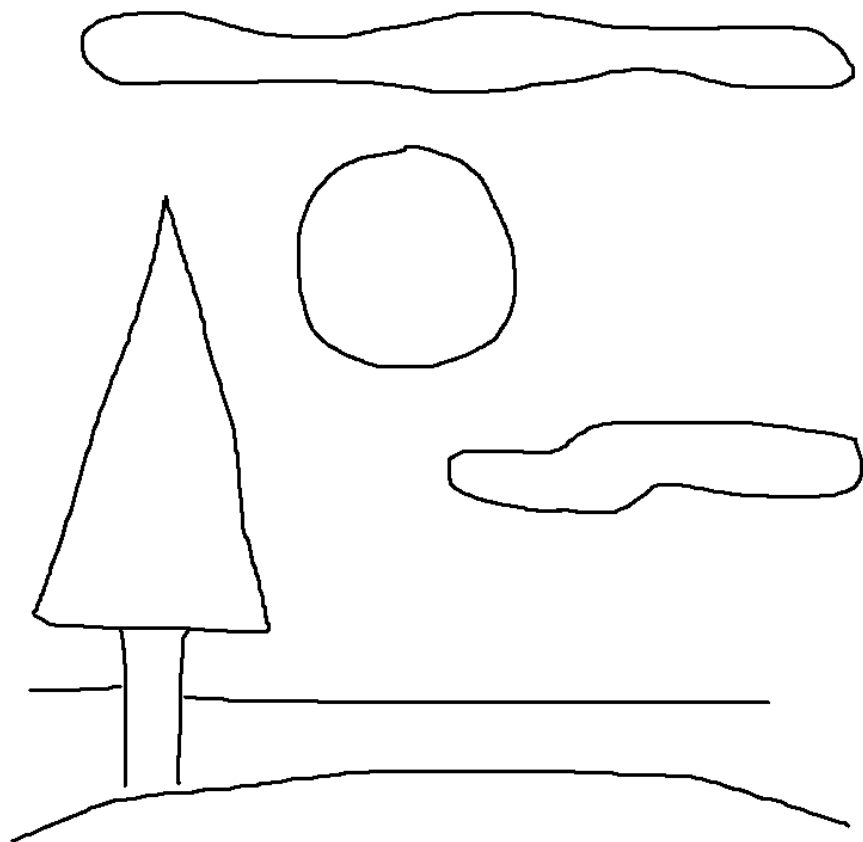


**Input shape**

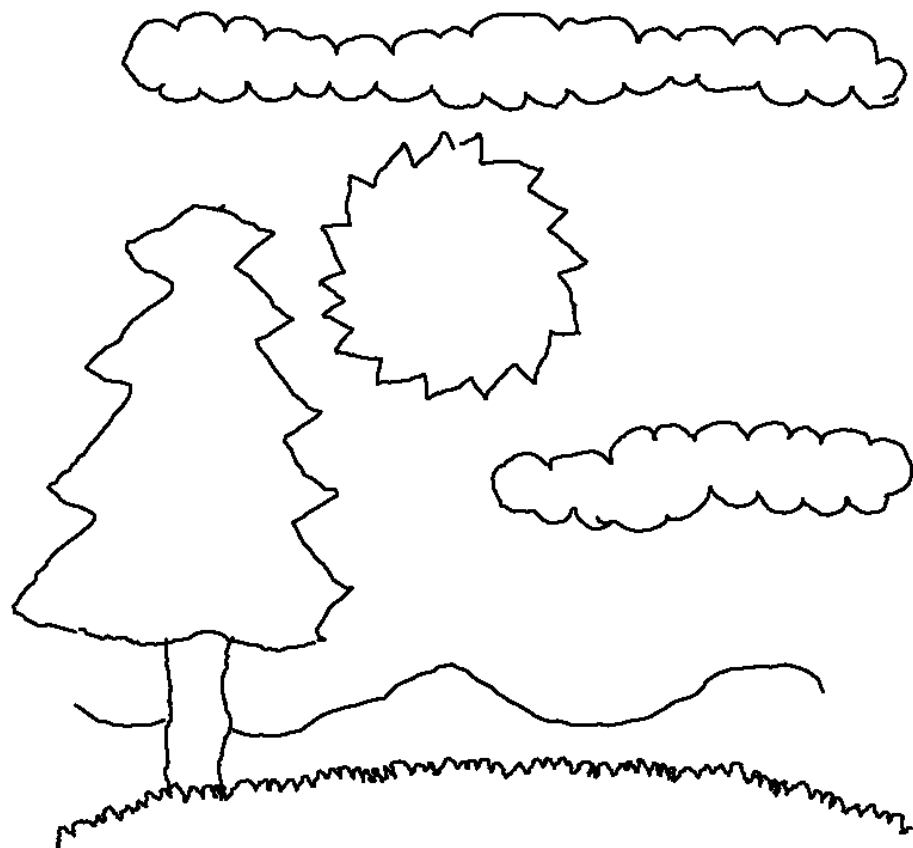


**Output shape**





Input strokes



Output drawing

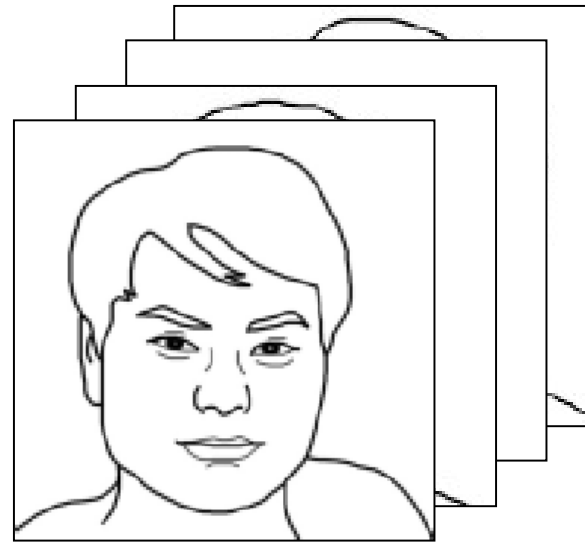


Training styles

# Facial portraiture



A



A'

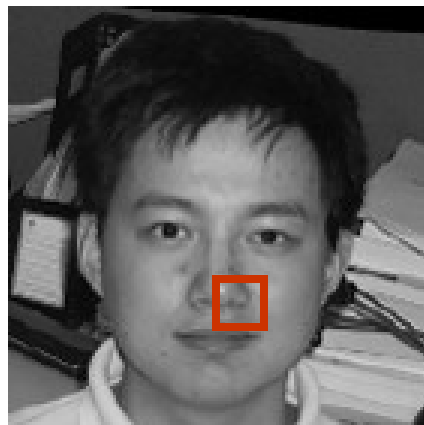
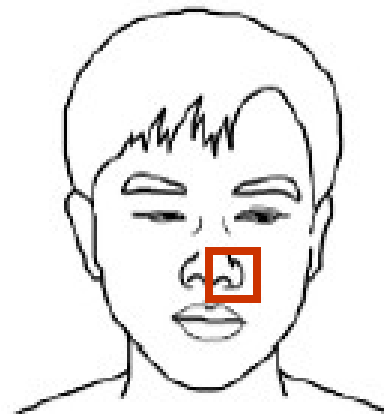
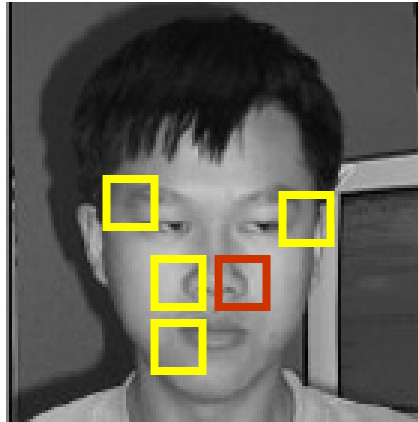


B



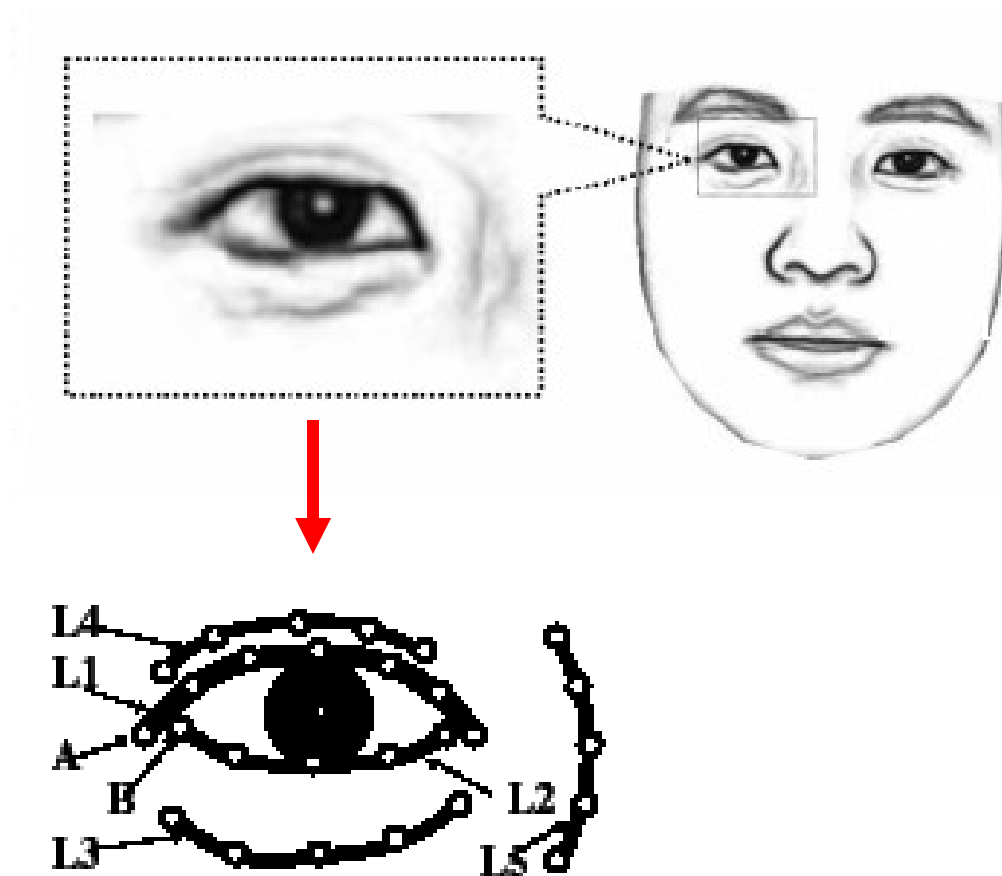
B'

# Facial portraiture

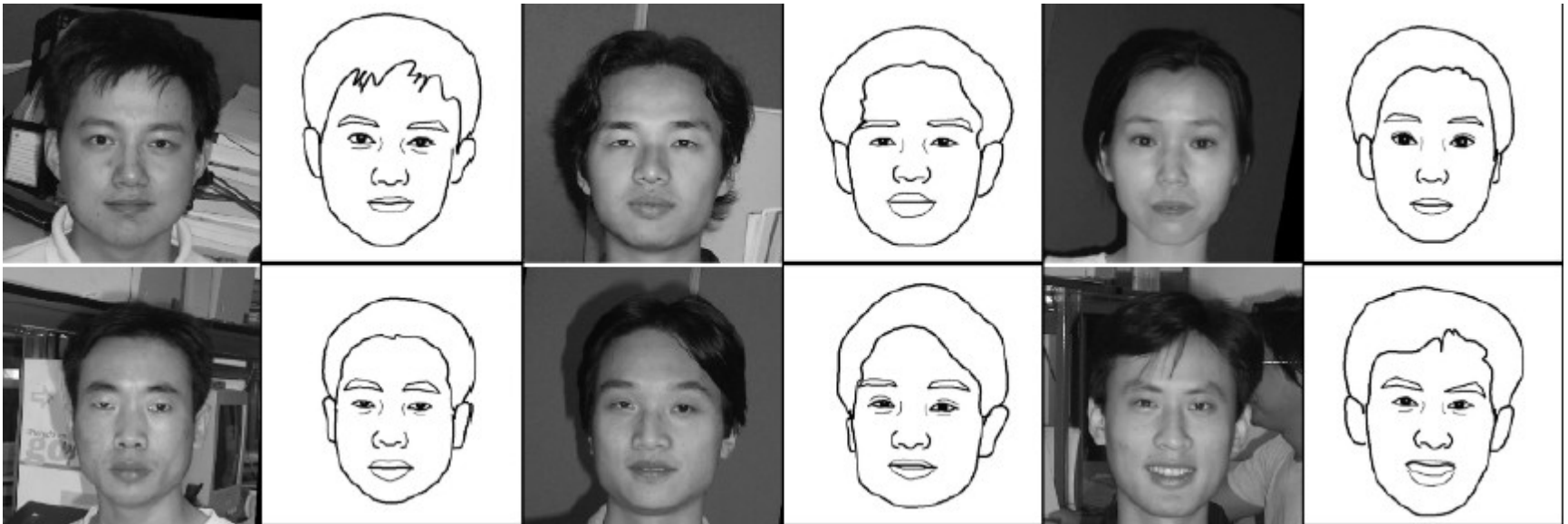




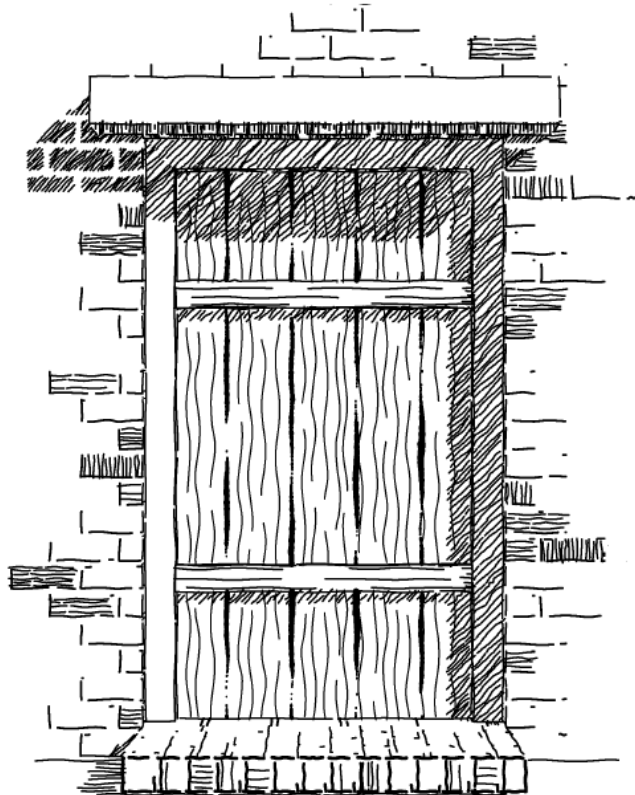
# Sketch model



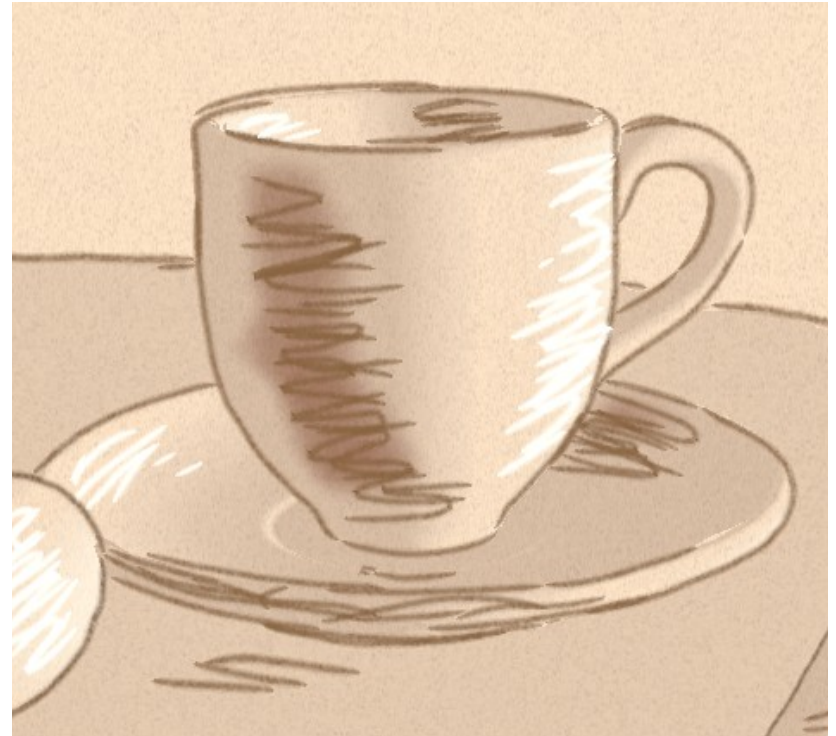
# Results



# Other EBNPR work



Salisbury et al,  
SIGGRAPH 94, 96, 97



Kalnins et al  
SIGGRAPH 02 (Friday)

# Summary

- Example-based NPR
- Image texture synthesis
- Example-based image processing
- Example-based curve processing

# Results

